



MARVEL

10

BENDIS

LARK

GAUDIANO

THE

PULSE

T+ SUGGESTED FOR TEENS AND UP

DIRECT EDITION



\$2.99 US \$4.25 CAN





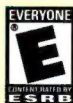
Yoshi's Topsy-Turvy

YOSHI
Topsy-Turvy

**MIND BLOWING.
MENTAL.
MANEUVERING.**

**A WALL IS A SLOPE. SHIPS SWING LIKE PENDULUMS
AND THE WHOLE WORLD TILTS WITH YOU IN
YOSHI'S TOPSY-TURVY.**

GAME BOY ADVANCE SP



© 2004-2005 Nintendo. TM, ® and Game Boy Advance are trademarks of Nintendo. © 2005 Nintendo. Game and system sold separately. www.nintendo.com/yoshi

It was the worst day in Avengers history.
The Scarlet Witch suffered a total nervous
breakdown after losing control of her reality-altering powers.
Beloved Avengers Hawkeye, Ant-Man, and The Vision lost their lives.
Without funding to keep going, the rest of the team quietly disbanded.

That was six months ago.

HOUSE OF M

THE PULSE

Magneto has lost the war against ordinary humans for which he sacrificed the well-being of his children. Now he is forced to watch his daughter Wanda, the Scarlet Witch, suffer a loss of control over both her powers and her grip on reality. Quicksilver, Wanda's brother Pietro, pleads with their estranged father to help her.

Mutant leader Charles Xavier, who is unable to help the Scarlet Witch, gathers the New Avengers and the X-Men to decide how to proceed. The heroes are not convinced that killing Wanda is the only solution, so they travel to the mutant nation of Genosha to confront her, in the hope of discovering what it is that she wants.

Then the world burns to white. Reality as we knew it is gone...

To be replaced by a society in which humans are the oppressed minority and mutants run the culture, ruling over all existing countries, religions, and politics. A kingdom united under the House of M.

Only Wolverine and a little girl named Layla Miller wake up with memories of the world the way it was. Layla also discovers that she is a mutant with the power to unlock the buried memories of others around her.

Logan meets the Sapien Resistance, led by Luke Cage; they have already encountered Layla and had their memories restored by her. Among Luke's gathered heroes is Hawkeye, back from the dead.

But the information of his death and reincarnation is too much for him; he disappears.

Writer Brian Michael Bendis	Breakdowns Michael Lark	Finishes Stefano Gaudiano	Colorist Pete Pantazis	Letterer VC's Cory Petit	Cover Mike Mayhew with Avalon's Andy Troy
Production Jacob Chabot	Assistant Editors Molly Lazer & Aubrey Sitterson	Editor Andy Schmidt	Editor in Chief Joe Quesada	Publisher Dan Buckley	

THE PULSE created by Brian Michael Bendis

The Pulse No. 10, September, 2005. Published Monthly by MARVEL COMICS, a division of MARVEL ENTERTAINMENT GROUP, INC. OFFICE OF PUBLICATION: 417 5th Avenue, New York, NY 10016. © 2005 Marvel Characters, Inc. All rights reserved. All characters featured in this issue and the distinctive names and likenesses thereof, and all related indicia are trademarks of Marvel Characters, Inc. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. \$2.99 per copy in the U.S. and \$4.25 in Canada (GST #R127032852) in the direct market and \$2.99 per copy in the U.S. and \$4.25 in Canada (GST #R127032852) through the newsstand. Canadian Agreement #40668537. Printed in the USA. AVI ARAD, Chief Creative Officer; ALAN FINE, President & CEO of Toy Biz and Marvel Publishing; DAN CARR, Director of Production; ELAINE CALLENDER, Director of Manufacturing; DAVID BOGART, Managing Editor; STAN LEE, Chairman Emeritus. For information regarding advertising in Marvel Comics or on Marvel.com, please contact Joe Maimone, Advertising Director, at jmaimone@marvel.com or 212-678-6534. For Marvel subscription inquiries, please call 800-217-9156.



New York City, Today





Just passing by and--



You're Katherine Farrell from the Daily Bugle.

You're thinking of writing a story on this crime scene.

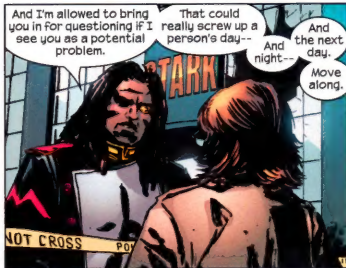


What level mutant psychic are you, Agent?

Higher than you.

Move along.

I'm allowed to stand here and--



And I'm allowed to bring you in for questioning if I see you as a potential problem.

That could really screw up a person's day--

And night--

And the next day.

Move along.



Any comment on what has happened here, then?

A Sapien hopped up on MGH ran through a plate glass door.

That's why S.H.I.E.L.D. is here? A kid hopped up on--

Standard procedure.



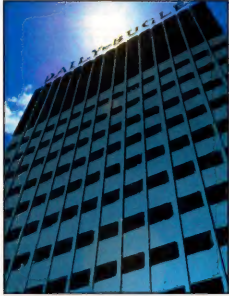
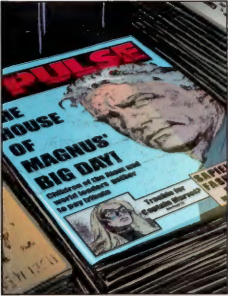
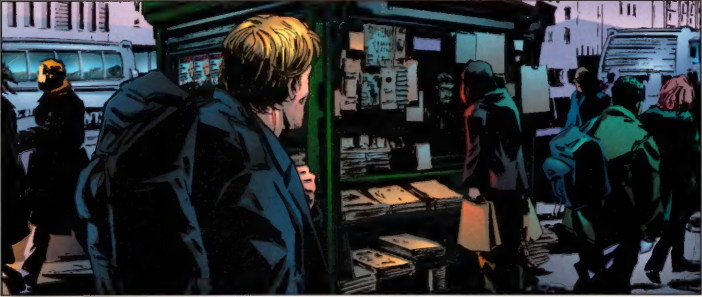
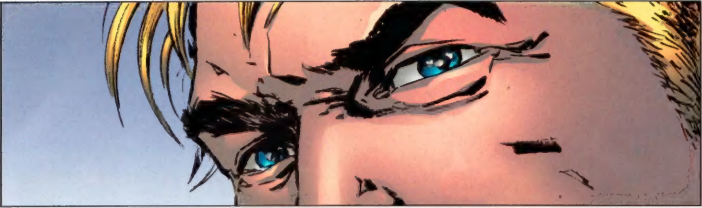
S.H.I.E.L.D. Red Guard?

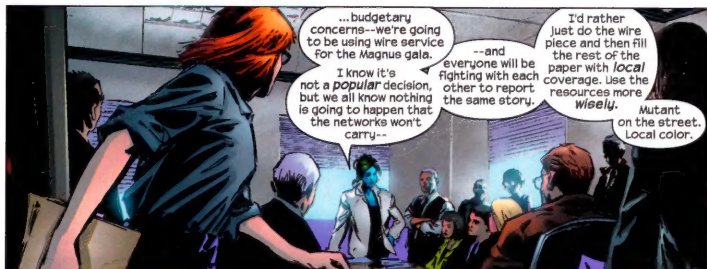


Are you?™

THE MILK CHOCOLATE BAR WITH M&M'S® MINIS® IN CRUNCHY AND PEANUT BUTTER.







DESTROY ALL HUMANS!

ONE GIANT STEP ON MANKIND

IN STORES NOW
DESTROYALLHUMANSGAME.COM

HYPNOTIZE!



VAPORIZE!



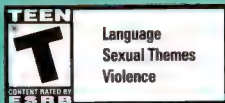
TERRORIZE!



PlayStation 2



THQ
www.thq.com



© 2005 THQ Inc. All Rights Reserved. Developed by Pandemic Studios, LLC. Pandemic® and the Pandemic logo® are trademarks and/or registered trademarks of Pandemic Studios, LLC and are reproduced under license only THQ. Destroy All Humans and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. All other trademarks, logos and copyrights are the property of their respective owners.



I'm sorry?



Why would we just wait for clearance?
Why-why do we need to--?



Because if something did happen and S.H.I.E.L.D. is there--it involves our safety.

And those who protect us need our cooperation to--



Sebastian Shaw was there.

The agents told me it was a kid whacked on MGH and then Sebastian Shaw, with a flank of Red Guard, walked through the crime scene.

Really?

Which is... unusual.



Agreed. And we'll wait for clearance.



Isn't it our job to investigate anything and everything that happens in this city?

Aren't we reporters? And not government press agents?



This conversation would have been so much more appealing to me at 3 when the meeting began.

Go make a paper, everyone.

**"AN INSTANT
CLASSIC."**

— New York, A&P News York

- Director's Cut of film with both original Japanese audio with English subtitles and the English Dubbed version

- Director's Cut of film with both original Japanese audio with English subtitles and the English Dubbed version
 - "Re-voicing Steamboy"
- Interview with Katsuhiro Otomo
- Multi-screen Landscape Study
- The Adventure Continues featurette
 - Production Drawings
 - Animation Onion Skins
- Includes Exclusive Otomo Illustration Postcard

- STEAMBOY DIRECTOR'S CUT DVD
- 166 PAGES BOOKLET CONTAINING
CHARACTER DESIGNS,
MECHA DESIGNS AND SELECTED
STORYBOARD SEQUENCES
- 10 COLLECTIBLE STEAMBOY CARDS
• 22 PAGE MANGA

SUNCOAST
The store for movie lovers

sam goody



www.SonyPictures.com/istanbul

© 2005 layout and Design Sony Pictures Home Entertainment. All Rights Reserved.
"PS2" and "PSP" are trademarks of Sony Computer Entertainment Inc.

PG-13

For additional rating information, go to www.fairratings.com

DESTINATION

TRIUMPH
FILMS

GAME ON WITH STEAMBOY Sweepstakes

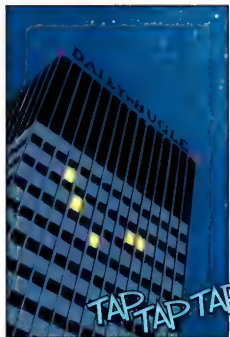
sam goody

Enter and you could win all three highly prized Grand prizes: a Steamboy™ action figure, a Steamboy™ T-shirt and a Steamboy™ CD-ROM. The grand prize is yours to keep. The grand prize is yours to keep. The grand prize is yours to keep.

For more information, visit www.steamboy.com







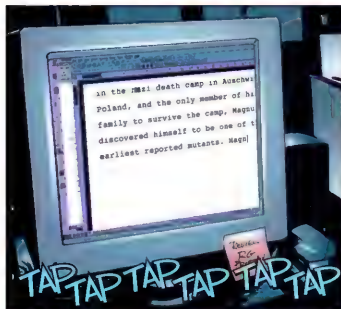
TAP TAP TAP



TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP



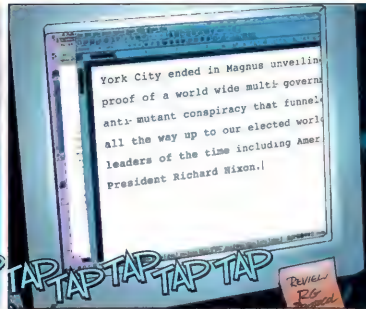
TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP



TAP TAP TAP TAP TAP TAP



TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP



TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP TAP



Wasn't there a picture with Magnus and Nixon?

Can't remember...



SQUEAK







I am one hundred and seven and a



half percent comfortable with myself.

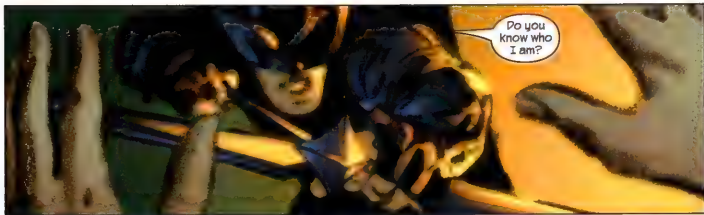


And I don't need anything like pot bringing me down.



Office of National Drug Control Policy/Partnership for a Drug-Free America®

Freevibe.com



Do you know who I am?



I-I-- don't hurt me.



Who am I?

I-- I can't see.

Who are you?

I'm a reporter.
I'm j-just a reporter.



Well, I only read the sports section.
When I was alive.

What?!

Maybe I *should* have read more when I was alive, maybe I'd understand what the %%% is going on.



What does this say?

Tell me what this says!
I can't--

I need my glasses.

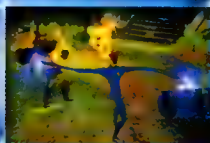
HARNESS THE POWER OF FOUR

...awesome powers, insane co-op gameplay...

Game Informer



Master All Abilities
and Superpowers



Two-Player CO-OP Mode



Very Destructible
Environments



Relive The Movie Action
and More

PLAY THE GAME. SEE THE MOVIE.

FANTASTIC



Play as each member of the Fantastic Four in
the ultimate team-based action-adventure game!

WWW.F4THEGAME.COM



ACTIVISION



PlayStation 2



GAME BOY ADVANCE

activision.com



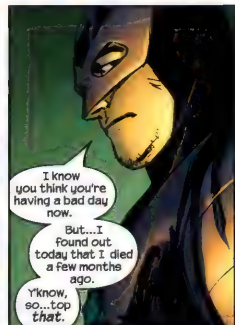
Violence
Mild Language

ESRB CONTENT RATING

www.esrb.org

Marvel, The Fantastic Four, and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2005 Marvel Characters, Inc. All rights reserved. www.marvel.com. The Fantastic Four Motion Picture and Images from the Motion Picture: TM & © 2005 Twentieth Century Fox Film Corporation FANTASTIC FOUR Character Likenesses TM & © 2005 Marvel Characters, Inc. All rights reserved. Published by Activision Publishing, Inc. Game © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. Licensed for play on the PlayStation2 computer entertainment systems with the NTSC UIC designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, Game Boy Advance and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. PC CD-ROM logo TM & © 2005 IEMA. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

Xbox® screenshots shown



FROM THE DIRECTOR OF "CHEAPER BY THE DOZEN"

GET A CLUE!

STEVE MARTIN

KEVIN KLINE BEYONCÉ KNOWLES

THE PINK PANTHER

STEVE MARTIN AND KEVIN KLINE
STARRING IN "THE PINK PANTHER"
WITH BEYONCÉ KNOWLES
AND JAMES CAAN
A FILM BY ANDREW SOVICH
CASTING BY JEFFREY M. HARRIS
PRODUCTION DESIGNER: JAMES H. HARRIS
EXECUTIVE PRODUCERS: JAMES H. HARRIS
PRODUCED BY JAMES H. HARRIS
SCREENPLAY BY JAMES H. HARRIS
DIRECTED BY ANDREW SOVICH

PinkPanther.com

COMING SOON





You're a reporter? *That* what you said?

You want a story? I got a story.

I used to be a moderately successful super hero.

Had an action figure and everything.

And then I went and got dead.



Wanda.

Kinda had a thing for her once.

And she goes and flips out and takes me out in a crazy mutant tantrum.

Jeez...

Wanda and I didn't always get along but I never thought she harbored on me like *that*.



Wanda Maximoff??



Yeah. How about that? I'm dead and she's a princess.



You think she-- she *killed* you?



I wish I could, I don't know, *jam* a torch into your amput like they did in that Indiana Jones movie so you'd wake the hell up and believe me.

See what I see.

I was killed months ago and now here I am in this mutant paradise-slash-nightmare.

And-and the illusions-- they're so paper thin.

That's the amazing part. It's paper thin.



Which of course means my existence here...is paper thin.

SUSPECT:
Long furry tail.
Heavily armed.
Smells like a strip club.



MATURE 17+



CONTENT RATED BY
ESRB

Blood and Gore
Intense Violence
Mature Humor
Sexual Themes
Strong Language
Use of Drugs
Use of Alcohol

Back with a raging hangover, Conker is drinking, smoking, and chasing more hot, furry tail than ever. Well, when he's not blowing the stuffing out of Tediz. Take your deviant skills online to Xbox Live™ or you can always just play with yourself.



It's good to play together.

XBOX LIVE



Before I died, Magneto, Magnus, your king, was a mutant terrorist and his daughter ended up with mutant powers she couldn't control and she *killed* me and a bunch of other super heroes in her meltdown.

'Course I didn't know that at the time...

I *thought* I died a hero, in a blaze of glory...

Seems I died a spaz not knowing who was pulling my strings.

Which sucks by any measure, but then I get to wake up to *this*.



And I would have been fine with it, just going about my day in this world as a costumed rebel.

Numb to the whole-damn world, just like you...



If not for this little teeny-bopper mutant who couldn't control her powers and woke my brain up even though I specifically asked her *not* to.

And *you* don't believe me.

I just--I'm not sure what you're talking about.



I didn't mean to attack you. I'm just a little on edge.

Being a ghost and all.

I swear, you can't tell from looking at me, but I'm one of the good guys.

Okay. Can--can I g--?

What's your name again?



Clint.

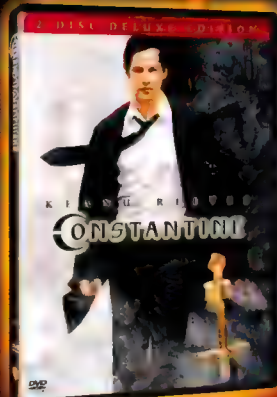
You know what? I want to show you something. Come with me.

If you're not busy or anything.

"ACTION-PACKED AND MIND-BLOWING."

—Shawn Edwards, FOX-TV

Based on Characters from the
DC Comics/Vertigo
Hellblazer Graphic Novels!



EXCLUSIVE COMIC BOOK!

2-DISC DELUXE EDITION

- 18 Minutes of Additional Scenes, Including an Alternate Ending
- A Perfect Circle's *Passive* Music Video
- *Conjuring Constantine* - from comic book to film
- *The Production from Hell* Documentary Gallery
- *Imagining the Underworld* Documentary Gallery
- *Constantine Cosmology* - the mythology behind the movie
- *Foresight: The Power of Previsualization*
- Commentary by Director Francis Lawrence, Producer Akiva Goldsman and Screenwriters Kevin Brodbin and Frank Cappello
- Exclusive DVD-ROM Content
- Includes: Exclusive Collectible *HELLBLAZER* Comic Featuring a Reprint of Issue #41 *Dangerous Habits* and a *HELLBLAZER* Short Story

OWN IT ON DVD JULY 19!

PG
Parental Guidance
Suggested
Some Material May Be
Inappropriate for Children
Under 10

Available on DVD only. AOL Keyword: Constantine. www.riviera.com

DC
UNIVERSITY
STUDIO



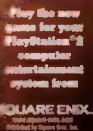


...
RE!



- L'Arc~en~Ciel
- "READY STEADY GO" Music Video
- Spiral Episode 1
- 24 Page Art Booklet

**Airing Monday -
Wednesday**



FULLMETAL ALCHEMIST

www.fullmetalchemist.com

[illegible]



"I Gave Up Weight Training to follow a top secret 15-minutes per day routine of bodyweight exercises and... I Got Into The Best Shape of My Life in Record Time... You Can, Too"

By Matt Furey

Best-selling author of *Combat Conditioning*

I was the total skeptic. Not only had I lifted weights and run long distance for years, but I had major success under my belt, including a world kung fu championship and a national collegiate wrestling title.

So I just didn't want to believe what Karl, a 76-year old man told me about exercising WITHOUT weights... and WITHOUT long-distance running.

Before I met Karl I THOUGHT I was strong. I thought I was tough. But the exercises he gave me exploited every weakness that weights could not cover. In a matter of minutes, I knew Karl "had me."

So I gave up the weights and began a routine of bodyweight calisthenics called *Combat Conditioning*. Afterall, when a man of 76 can do things that a 36-year old cannot, that tells you that "Yes, there's gold in them there hills."

The exercises I learned had such a profound and dramatic effect on me, that for six years I have been introducing men and women of all ages and of all backgrounds to this extraordinary program - and the results are shocking, awe-inspiring and PROOF that this system works, and works FAST.

Who is Combat Conditioning for?

It's for the hard-working man or woman who often finds it difficult to squeeze in a quick workout.

It's for the traveling executive who sleeps in hotel rooms more than at home.

It's for those who have trained their whole lives on weights.

It's for athletes, martial artists and the military.

And .. **IT'S FOR** the man or woman who hasn't done a lick of exercise in decades.

Even One Minute a Day Brings Results!

Unlike other exercise programs where you are told you **MUST** do 30 minutes of this per day, and an hour of that, to get results, *Combat Conditioning* is totally different. 15 minutes is all it takes to whoop the hard-core trainee. But for the total beginner, he or she can get results starting with **ONLY** one minute a day. And no, this is not a joke.

Time is not the issue!

Forget all those workouts that take all day. With *Combat Conditioning*, all you need is a body, preferably your own, and a tiny "get started NOW" decision to DO a little bit each day.

The key to your success is in the magical, transformative power of these exercises - not in your belief system about hard work.

For many people, just one rep is all they can do at first, and they're shaking like a leaf on a windy day in Chicago. And so, that's all that person should do at first. Even if you think you're not doing enough - the exercises work their magic anyway.

Your body has it's own intelligence and will work **FOR YOU** if you'll simply get out of the way and let it do its work.

When you do, pretty soon you'll be the type of person who can do 2, 4, 8, 16, 32, 64 or 128 repetitions and feel no fatigue. Instead of tiredness you'll feel exhilaration and ENERGY. You're building strength and endurance from the **INSIDE-OUT**. And believe me, once you can do more than a few reps, inches of unsightly fat and pounds of excess flab will fly off your body at break-neck speed.

New Results from Forgotten Exercises

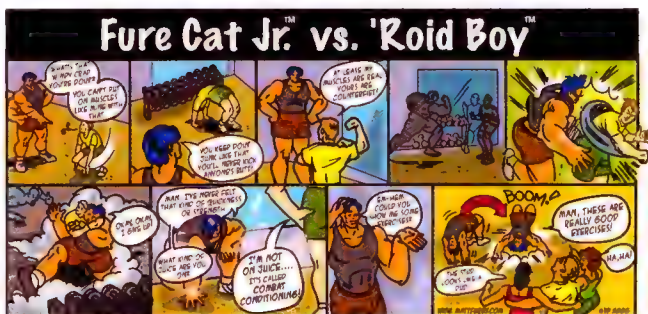
Are the exercises in *Combat Conditioning* NEW? Well, not really. They go back about 5,000 years - but for the most part, they got lost in the shuffle when weights, gadgets and gyms came around. So although they aren't NEW, they're "New to YOU!"

Before I learned these exercises, I read about the Great Gama of India, a wrestler who followed this program and was unbeaten in 5,000 matches. I also read that the legendary Bruce Lee did these exercises, too. And we all know about Lee's incredible martial arts skills. The list goes on and on.

Puts You into the Old Clothes You Dream of Wearing Again!

The main reason why *Combat Conditioning* works is because it targets all the weak links in your body. And when all those weak links are given a little attention, your entire body gets stronger, faster, more powerful and more energetic. Spend time each day doing a few functional exercises and the payoff is HUGE.

You get functional strength, endurance and flexibility - all at the same time. Not to mention seeing the excess inches flying off your body, making it easy for you to fit into the clothes you dream of wearing again. Stop dreaming. Start **DOING**. And get results.



What to Do NOW!

Combat Conditioning: Functional Exercises for Fitness has 48 super effective bodyweight exercises along with seven different programs that will get you into kick-butt shape fast. Order NOW and you'll receive 3 free Special Reports on how to eliminate knee, back and shoulder pain. Your total investment in this no-nonsense program is only \$29.95 plus \$6 S&H U.S. (foreign orders add \$12). Order online at www.mattfurey.com.

Or pick up the phone right now and call 1 813 994 8267 to order. You can also send a money order to Matt Furey Enterprises, Inc., 10339 Birdwatch Drive, Tampa, FL, 33647.

☐ **Yes, Please Send Me *Combat Conditioning: Functional Exercises for Fitness*** for only \$29.95 plus \$6 S&H (\$12 foreign S&H), and if I'm one of the first 25 to order, I will also receive 3 Special Reports on eliminating knee, back and shoulder pain.

NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

COUNTRY: _____ PHONE: _____

E-MAIL: _____

☐ Money Order drawn from a U.S. bank

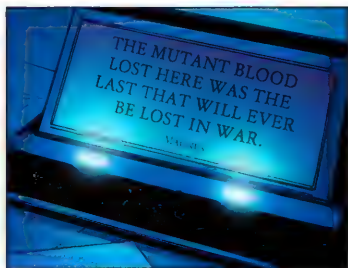
☐ Visa ☐ MasterCard ☐ Amex

CARD NO: _____

EXP: _____ SIGNATURE: _____

Make Check/Money Order Payable to:

**Matt Furey Enterprises, Inc.
10339 Birdwatch Dr., Tampa, Florida 33647, USA
(813) 994-8267 • www.mattfurey.com**







Why am I here? What are you--?

Because I wanted you to know. I wanted you to see.

I want *someone* to know.

I know you don't believe me, I know you think I'm a bipolar schizo! But that's OK.

You don't have to *believe* me, you just have to *report* it.

Even if you report I'm a whacko. That's okay too.



The thing is--the more I think about why I was brought back to life by that dingy Gypsy, the more I think she wants *me* to put her out of her misery.

She wants me to find her and stop this.

Why on earth would she bring me back like this?

So you know what? I'm going to.

Tomorrow you're going to hear that someone shot a wooden arrow right into Magneto's big fat head and no one's going to know why...

...but *you* will.



I'm going to go right to that damn Genosha island and I'm going to put that entire family down.

I *am* going to put her out of her misery.

Return the favor.



I don't have the power to put the world back the way it was and I don't even know if it *can* be put back...

...but I damn well can kick the guy's ass who did it.



To be continued in... House of M

Next issue: BABY'S DUE!



touching is good.

Kirby Canvas Curse

Now you can use your finger to keep Kirby on the right path and out of trouble, as he ventures down the rainbow road to break the curse on Dream Land.

NINTENDO DS



© 2005 HAL Laboratory, Inc./Nintendo. TM, ® and Game Boy Advance are trademarks of Nintendo. © 2005 Nintendo. Game and system sold separately. www.kirbykirbykirby.com

**THE ONLY PLACE WHERE YOU
CAN LIVE THE ADVENTURESM!**

**MARVEL
SUPER HERO
ISLAND**



FOR MORE INFORMATION

**CALL TOLL-FREE 888-406-5140 OR VISIT
UNIVERSALORLANDOVACATIONS.COM/MARVEL**

2 FREE THEME PARK TICKETS WITH A STAY OF 4 OR MORE NIGHTS!*

*Based on double adult occupancy on a 4-night minimum stay at a Universal Orlando Resort on-site hotel. Valid for travel through 12/23/05. Valid for hotel length of stay for consecutive days of unlimited admission to both Universal Orlando theme parks. Subject to availability, blackout dates and restrictions may apply. Universal Parks & Resorts Vacations is registered with the State of Florida as a seller of travel, registration No. ST-24215. Marvel Super Hero character names and likenesses: TM & © 2005 Marvel © 2005 Universal Studios. Universal elements and all related indicia TM & © 2005 Universal Studios. © 2005 Universal Orlando. All rights reserved. 23454310505 EP